

375-3-1-.10 Driving Ability Demonstration

(1) An applicant for a Class C license shall be tested on their ability to perform basic driving patterns to show their ability to exercise ordinary and reasonable control in the operation of a motor vehicle and to drive safely with traffic.

~~(1)~~(2) An applicant for a Class C license shall be immediately disqualified on his driving ability test for the following:

(a) Accident, however slight, including contact with another motor vehicle, except slight bumper to bumper; contact with pedestrian; or contact with other property, including running off road into shrubbery or lawns, unless in the opinion of the examiner, the applicant was entirely blameless.

(b) Any act considered dangerous, including actions which require defensive driving by another to prevent an accident or dodging by a pedestrian, or which requires the observer to aid in controlling the motor vehicle; stalling motor vehicle in a busy intersection; or driving two wheels over curb or onto sidewalk.

(c) Traffic law violation, including any act for which the applicant could be arrested; or any act which might make the applicant liable for damages in case of an accident.

(d) Lack of cooperation or refusal to perform, including refusal to try a maneuver; offering bribes or gratuities; arguing about score.

~~(2)~~(3) An applicant for a Class C license shall be disqualified on his driving ability test if he or she does not pass a driving skills test as prescribed by DDS through its Field Operations policy. A passing score is 75 points or more received less than 75 points out of a possible 100 on the relevant parts of this subsection. ~~For any of the following actions, the specified number of points will be subtracted from 100.~~ Administering the driving demonstration test necessarily involves the examiner's discretion and circumstances may require modification of both duration and method of the test.

~~(a) Starting:~~

~~1. 1 point—failing to depress clutch when starting engine; failing to signal when leaving curb, driving too long in first or second gear before shifting; jerky start; racing engine and slipping clutch; spinning wheels when starting; or failing to use choke if needed or flooding engine when using choke.~~

~~2. 2 points—putting car in motion with hand brake on but released before traveling 50 feet; shifting directly from first to third; starting in second or high gear except on slippery pavement; failing to look when pulling from curb; or two or more items under the 1 point section.~~

~~(b) Quick stop, if made:~~

~~1. 10 points—permitting vehicle to swerve slightly; permitting foot to slip from brake pedal, releasing brake before car stops; or traveling in excess of 50 feet before stopping.~~

~~2. 20 points—permitting vehicle to swerve considerably or turn sideways; or two or more items under the 10 point section.~~

~~(c) Backing:~~

- ~~1. 4 points—hesitant; weaving; jumping clutch; backing over 10 mph; opening door and looking back.~~
- ~~2. 8 points—driving forward to straighten out; bumping curb or scraping tires along curb; failing to look back all the time while backing; using mirror to look back; backing at more than 20 mph.~~

~~(d) Turnabout:~~

- ~~1. 4 points—failure to give signal for stopping; bumping curb or scraping tires along curb; racing engine; stopping three times.~~
- ~~2. 8 points—blocking traffic (approaching vehicles have to wait); bumping curb sharply; stopping more than three times or backing more than once unless on street less than 30 feet wide; or failing to look both ways before moving.~~

~~(e) Parallel Parking:~~

- ~~1. 5 points—failing to give signal; taking two attempts to park; leaving vehicle in center of parking space; slight contact with parking standards.~~
- ~~2. 10 points—unable to park vehicle in two attempts leaving vehicle more than 18 inches or legal distance from the curb; failing to observe traffic when pulling from curb: two or more items under 5 point section above.~~

~~(f) Stopping on Up Grade:~~

- ~~1. 3 points—failing to give signal; failing to set hand brake; failing to turn ignition off and set gears; rolling back, even a slight amount; failing to turn wheels at proper angle; or racing engine too much.~~
- ~~2. 6 points—letting car roll back; holding brake with foot; stalling engine; disregarding traffic or not looking back or signalling; failing to use hand brake; clutch and throttle at the same time; three or more items under the 3 point section above.~~

~~(g) Starting on Up Grade:~~

- ~~1. 4 points—same as (f) 3 point section~~
- ~~2. 8 points—same as (f) 6 point section~~

~~(h) Posture:~~

- ~~1. 2 points—driving with one hand or elbow out the window.~~
- ~~2. 4 points—having seat too far back to permit good use of brake; having seat too low so that driver must look through steering wheel; or driving with one hand unnecessarily.~~

~~(i) Clutch, Use of:~~

- ~~1. 2 points—releasing clutch in stopping when speed is between 10 and 20 mph; jerky engagement; or having foot on clutch when not shifting;~~
- ~~2. 4 points—releasing clutch in stopping when speed is more than 20 mph; stalling engine; coasting downhill or around corners.~~

~~(j) Attention:~~

- ~~1. 3 points—scanning of roadside at frequent intervals; not following instructions on where to go and what to do; running past corner where he should turn; or calling attention to matters that do not affect driving.~~

~~2. 6 points—looking down while shifting gears or operating pedals; taking eyes off road to adjust windows, etc; failing to see signs; unnecessarily watching people or things along the side of the road or looking to the side for this purpose.~~

~~(k) Keeping in Lane:~~

~~1. 2 points—failing to signal before changing lanes; failing to return to right lane after overtaking except when turning left or other overtaking is imminent.~~

~~2. 4 points—shifting unnecessarily from one lane to another; straddling lanes.~~

~~(l) Following:~~

~~1. 2 points—staying too far back that drivers slip ahead.~~

~~2. 4 points—following too closely for existing traffic conditions.~~

~~(m) Being Overtaken:~~

~~1. 1 point—failing to decrease speed; driving too slow as to impede traffic.~~

~~2. 2 points—failing to give to the right on signal; or being overtaken on right except when preparing for left turn.~~

~~(n) Right of Way:~~

~~1. 1 point—failing to take right of way when yielded by others; or motioning others to go first when applicant has right of way.~~

~~2. 2 points—failing to clearly yield right of way according to the rules at intersections to emergency vehicles, pedestrians, etc.~~

~~(o) Use of Horn:~~

~~1. 1 point—blasting rather than beeping at pedestrian; or failing to warn inattentive pedestrians.~~

~~2. 2 points—using horn to signal friend; blowing horn going through intersections; or blowing to hurry drivers at intersections.~~

~~(p) Time:~~

~~1. 6 points—taking somewhat longer than the usual test time, depending on the traffic; hurrying through test; braking too fast, or driving excessively long in second gear.~~

~~2. 12 points—taking twice the normal time on the entire course.~~

~~(q) All Left and Right Turns:~~

~~1. Left signal—hand or mechanical:~~

~~(i) 2 points—giving signal in an inappropriate and untimely manner; signal not clear; continuing hand signal after turn is begun; changing or correcting signal; failing to give signal when needed.~~

~~(ii) 4 points—giving signal in a highly inappropriate and far from timely manner; no signal given when affecting traffic or pedestrian; or two or more items under the 2 point section above.~~

~~2. Right signal—hand or mechanical:~~

~~(i) 1 point—giving signal in an inappropriate and untimely manner; signal not clear; continuing hand signal after turn is begun; changing or correcting signal; failing to give signal when needed.~~

~~(ii) 2 points—giving signal in a highly inappropriate and far from timely manner; no signal given when not affecting traffic or pedestrians; or two or more items under the 1 point section above.~~

~~-3. Speed: 2 points—stopping in intersection or crosswalk; turning so fast that tires squeal; vehicle leans or skids.~~

~~-4. Lane:~~

~~(i) 1 point—getting into proper lane late; driving so that any wheel is outside of proper lane.~~

~~(ii) 2 points—crowding other vehicles to get into proper turning lane; straddling lanes; driving so that one or more wheels are outside the permissible turning lane.~~

~~-5. Turning:~~

~~(i) 1 point—not moving to right side after left turn is made, except when planning to turn left at the next corner; or failing to keep as close as practicable to right curb when making a right turn; or driving so fast that any wheel is outside of proper turning lane.~~

~~(ii) 2 points—interfering with traffic so that other vehicles with the right of way are forced to stop or pedestrian flow is interrupted; giving hand signals while turning; or driving so that one or more wheels are outside the permissible turning area.~~

~~(r) Approach to Corners:~~

~~1. 1 point—failing to reduce speed in going through intersections; straddling lanes; slowing down too late or too little; or stopping suddenly.~~

~~2. 2 points—shifting gears downward; or decreasing speed but looking only in one direction.~~

~~(s) Slow down and Yield Right of Way Signs:~~

~~1. 1 point—failing to decrease speed at least 5 mph if driving over 10 mph.~~

~~2. 2 points—failing to look for possible danger; failing to slow speed at least by lifting foot off accelerator.~~

~~(t) Stop Signs:~~

~~1. 2 points—brakes suddenly for stop; interfering with traffic on cross street; stopping at wrong place; straddling lane or getting in left lane except for left turn; failing to signal before stopping.~~

~~2. 4 points—failing to look in both directions before starting; blocking crosswalk in stopping; two or more items in 2 point section above.~~

~~(u) Traffic Signals:~~

~~1. 1 point—braking suddenly on yellow light to avoid running into intersection on red light; straddling lane or getting in left lane except for left turn; rushing up to red light and stopping suddenly; failing to give signal for stopping.~~

~~2. 2 points—starting on yellow suddenly; or moving forward slowly on yellow; blocking crosswalk while stopping; attempting to back across crosswalk if stopped beyond crosswalk; two or more items under 1 point section above.~~

~~(v) Weaving: 6 points—failing to keep control of the vehicle.~~

(3) Motorcycle Class M.

(a) An applicant for a Class M non-commercial license shall be required to achieve a passing grade on the appropriate parts of Subsection (2) and all other relevant Class M tests. Class M tests will include, but are not limited to, the following: identification of controls on the test vehicle; removal of feet from footpegs when necessary.

(b) An applicant for a Class M license shall be immediately disqualified under those circumstances specified under Sub-section (1).

(4) Applicants for licenses for vehicles in Classes A or B (non-commercial) must have a minimum of three (3) months and/or 3,000 miles experience in the vehicles of the class for which licensing is sought, or having successfully completed a commercial driver training course for the class of license sought, prior to the issuance of such a license. Such experience must be gained while applicant is in possession of a valid instructional permit for the appropriate class. No demonstration of driving ability is required. However, the applicant must present an affidavit from his employer establishing the requisite experience and ability to operate the vehicles within the particular Class A or B non-commercial license. Applicants who are self-employed may self-certify.

Authority: O.C.G.A. §§40-5-4, 40-5-23

SYNOPSIS

STATEMENT OF PURPOSE AND MAIN FEATURES OF PROPOSED RULE

The current rule was last updated in 2006. The proposed rule has been updated to reflect changes in testing due to evolving technology and industry standards.

DIFFERENCES BETWEEN EXISTING AND PROPOSED RULES

The Amendments remove the outdated specific provisions and replaces them with a reference to the updated Field Operations Policies that are also available to the public.